Chests
Copper 1: 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2: 1 Conquest Token, 100 coins, 1 Copper Treasure
Copper 3: 2 Curses, 2 Copper Treasures
Silver 1: 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2: 2 Conquest Tokens, 200 coins, 1 Silver Treasure
Silver 3: 1 Conquest Token, 2 Curses, 2 Silver Treasures
Gold 1: 3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2: 3 Curses, 2 Gold Treasures

Area 1

Area 2

Hero start

Area 4

Area 1 symbol map

yellow rune key=moon
red rune key= sun
blue rune key = earth
north symbol= eclipse
?= star

Area 5

Area 2A

Area 3

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Celebrating

By Silverleaf

Scenario Background

The heroes are sitting in the Laughing Giant Tavern having a victory drink or two after surviving their last quest, when a well dressed and important looking man approaches them. Following behind him is a barmaid carrying another round of drinks. Hearing of your victory, I decided to buy your drinks for the rest of the evening to show our town's appreciation for making it safe around here. Enjoy and drink to your fill! Having your drinks paid for you spent the rest of the evening drinking until you passed out the next morning, you wake up feeling groggy and disoriented. As your eyes clear it appears that you are no longer in the tavern but underground in a place where nothing is familiar. You have drank yourselves into a trap it seems.

Mission Goals

After finding that you have been drugged and dropped off in a dungeon your goal is simply to find your way out. You will start the quest with 6 conquest tokens. When you run out of conquest tokens or all the heroes die, your mysterious benefactor will have triumphed over you.

Important: The ? Markers on the map are not to be placed when an area is revealed; this is strictly for the overlord to know what to do in this particular space or spaces. There are also additional maps of certain areas on the quest map, to show the overlord specific events in this area, so the quest and quest map must be looked at thoroughly before you set the map pieces up or ever start the quest because certain things on the map should not be places on the game board, or placed after a certain event.

hero start

After your head clears, you notice that you are in a small corridor that is dark except for some glowing letters on a door to the east. Reading the glowing letters it appears to be some kind of riddle. The words read: looking up in the darkening sky you see a sparkling that catches your eye, trapped in this dungeon you cannot see what may appear to help you flee. As soon as you read the last word the door disappears and the all you can hear is an eerie silence.

Important: The answer to the question is a star. This is what the heroes need to make it through the next chamber.

Area 1

The eerie silence continues in this well lit chamber that is empty except that each floor stone has a different symbol on it a moon, sun, star, earth, or eclipse. The only way out appears to be a door across the chamber on the east wall.

The heroes must walk on the space with the question marks or they will be knocked out by a gas that comes out of the floor. when they step on a space that is not a star have then roll a black power die if it comes out blank the hero is knocked out for two rounds, if they get anything else they take 1 wound and are unconscious for 2 rounds. They have to do this for every wrong stone they step on. Refer to the second map of this area to see what symbol is on each space. When the last hero makes it through the chamber, and into the hallway, the gas trap on all the spaces is deactivated, and they can walk on all the spaces just like any other room. Once all the heroes make it through the camber they recieve 2 conquest tokens.

Important: Read this when a hero steps on a wrong space:

When you step on this space you hear a faint hissing noise that gets louder in an instant and a a green gas erupts from the floor engulfing you, Causing you to fall to the floor unconscious.

Important: Read this when a hero starts to open the door to area 2:

On the front of this door you see glowing letters just like the first door another riddle that reads: Just beyond this door you see there is some water that must not be, you ll have to find a way to dry your feet to open the door to help you flee.

Area 2

The heroes have to drain the water by going back to area 1 and searching the room, the trigger is the rubble in the northeast corner. You will have to give them a little hint because normally in the game you just avoid the rubble spaces. To activate the trigger have them roll a power die, if they get a surge the rubble disappears (remove it) and the water drains giving them a path through the pool. if they roll anything else just tell them something just not right about that rubble pile, but you cant just tell what, and you just can't figure what it is. DO NOT PUT THE CHEST OR YELLOW RUNE KEY ON THE GAME BOARD, until they activate the pressure switch by opening the chest across from the blue rune door. When they open the chest it causes the rubble to disappear that is blocking the chest and key.After the heroes recieve the yellow rune key the aquire 2 conquest tokens.

walking in this large chamber the air is fresh and crisp, making it seem not so dreary in this underground cavern, in the center of the room from the north wall to the south wall is a large pool of water, and beyond that on the east wall another door, with faint sounds of flapping and rustling coming from the ceiling on that side of the pool.

Important: Read this when a hero activates the rubble pile in area 1 to drain the water:

while searching the rubble there is a bright flash and when your eyes clear after a few moments the rubble pile is gone, and you here what sounds like a rather large bathtub draining in the next chamber.

Area 2A

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When the heroes open this chest, it causes the rubble pile in area 2 in front of the chest and rune key to disappear. There is another riddle on the west wall behind the chest.The heroes will have to back track to area 2 to get the rune key.
Important: Read this when a hero opens the chest:

When you open the chest and remove all its contents it shimmers blurry for a few seconds and disappears, then some glowing letters appear on the wall behind where the chest was. The letters read: go to a place where you can swim to find your way home again.

Area 3

The ? Markers in the 4 corners are statues pick out 4 hero figures that aren t being used and put them on the board, the ? Marker in the middle of the chamber is placed on the board after you read the room description to the heroes (this is the only? marker placed on the board in this quest.) DO NOT PUT THE RED RUNE KEY ON THE GAME BOARD. the heroes reiceve this key from one of the statues.

Coming around the corner and entering a dark chamber the only thing you see is a glowing pile of weapons that appear to be made out of stone. You walk over to the pile and notice a parchment laying on top of the pile and read it, it reads: Were lost and lonely in the dark put us back from where we part. After you read the last word the chamber suddenly lights up and snarling beast men with hatred burning in their eyes are advancing toward you.

The heroes have to put the statues weapons back in their hands, the ? marker in the center of the room shows were the pile of weapons are. The rune key is in a drawer in whatever statue they place the last weapon on. The heroes recieve 2 conquest tokens when they recieve the red rune key.
Important: Read this when the heroes put the last weapon in the statues hand:

Placing the weapon in the statues hand causes a drawer on the base to open revealing the blue rune key.

Area 4

Do not put the? Markers on the game board at any time in this chamber. The skeletons in this chamber, are statues until the heroes place them in the spaces with the? On them. The heroes cannot get the rune key until the skeletons are defeated. It is too high in the ceiling. the heroes recieve 2 conquest tokens when they recieve the blue rune key.

This chamber smells musty and the air is stale. Dust covers the whole chamber and the skeleton statues in the center of the chamber. This chamber appears as though it has not been disturbed for centuries. Out of the corner of your eye you notice a faint flicker in ceiling above the north wall. It is the blue rune key you need. You walk into the chamber towards the skeletons and on the floor is some more glowing letters that read: put us back were we belong to get the treasure that does not belong.

Important: Read this when the heroes defeat the skeletons:

The final skeleton falls to the floor shattering into a thousand pieces, and the blue rune key floats down from the ceiling an hovers just in front of you. You grab the key and put it in your pouch with a weary feeling of victory.

Area 5

The sorcerers in this chamber can not be harmed but the heroes still take damage as normal. To destroy the sorcerer s invincibility the heroes must open the chest in this room first. The door on the south is magically sealed will not open until the heroes defeat the sorcerers, and break the spell.
Jurl Ardune stats are the same as a master sorcerer, except he has 12 wounds

Walking into the chamber there are 3 sorcerers advancing toward you, a fourth one standing at the back of the chamber is the man who bought you the endless ale at the Laughing Giant. As your hatred builds up inside you he shouts to you. Welcome I am Jurl Ardune, you ve finally made it to the end, now all you have to do is defeat me and my men, you can t harm us as you ll see. The final treasure will set you free.

Important: Read this after the last sorcerer is defeated:

The last sorcerer falls to the ground mortally wounded and dieing. With a few more shallow breaths he dies, and the door on the south wall opens reveling sunlight and a stairwell up to freedom!

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